Walnut Class – Remote Learning – Please remember that times are a guide only.

8.50 – 9.20	Log onto reading eggs. The children have all completed a placement test so the map and lesson that they will be taken to matches their ability and current level. This is a phonics and reading activity. All logon details can be found in the front of the children's purple reading diaries or alternatively send dojo message to your class teacher for a reminder of the details.
9.20 – 9.30	Take a short movement break – using the movement break cards choose as many as you can complete in the time allowed. https://www.twinkl.co.uk/go/lessons/overview DS5679
9.30 – 10.15	https://www.bbc.co.uk/bitesize/subjects/zgkw2hv Engage with the home learning English lessons for KS1 – there are also other grammar, punctuation and spelling activities that the children can choose from.
10.15-10.30	Take a break/Snack time
10.30-11.15	https://nrich.maths.org/search/?search=games&tab=1&fs=110100010000111 Visit the NRICH website and select games and interactives for 5-7 year olds. Explore the games and interactives that are available in this section. These activities provide a range of mathematical concepts for your child to engage with and provided the opportunities to consolidate the learning previously undertaken and build upon this.
11.15 – 11.30	Complete the handwriting practice by using the following link and code. https://www.twinkl.co.uk/go/lessons/overview DS9671
11.30-11.45	Listen to your child read their school book and explore the following questions. Fiction: What was your favourite part of the story? Why? What interesting words did you find in your story? Can you find out/work out the meaning of these words?

	Non-Fiction: What have you learnt from this story? Can you find the page where it told us about…? What is the contents page used for? Can you use it to find the section about…?
11.45 – 12.00	Take a movement break – either watch an episode of 'Boogie Beebies' to get the children moving or play some music/songs and encourage the children to dance and make up their own moves. https://www.twinkl.co.uk/go/lessons/overview DS5679
12.00 – 1.00	Lunch break
1.00– 1.45	PSHE & Citizenship https://www.bbc.co.uk/bitesize/subjects/zmpfb9q Choose a topic of your choosing from the links above and engage in the online lessons under a range of themes within this curriculum area.
1.45 – 2.00	Take a short movement break – using the movement break cards choose as many as you can complete in the time allowed. https://www.twinkl.co.uk/go/lessons/overview DS5679
2.00 – 2.20	Take a break/Snack time
2.20 – 3.20 Pause and take movement breaks and breaks from the screen whenever you need to.	Computing – programme your own characters to complete moves at a dance party. Watch the short video that gives you all the instructions. You then need to close the instruction box and it will ask for your age. Once you have entered this you are free to start coding. ENJOY! https://studio.code.org/s/dance-2019/stage/1/puzzle/1 **You can then work through the other lessons as and when you have completed one.**
3.20	End of the day.